



Fur Fighters™ developed by Blame Creations, Ltd. © 2000 Blame Creations, Ltd. All Rights Reserved. Fur Fighters™ is a trademark of Acclaim Entertainment, Inc. Acclaim® & © 2000 Acclaim Entertainment, Inc. All Rights Reserved. DISTRIBUTED BY ACCLAIM ENTERTAINMENT LTD., Mosaic House, 112-120 Ryepond Rd., Kington, London SW20 0JG, England. DISTRIBUTED BY ACCLAIM ENTERTAINMENT PTY LTD., Ten House, Level 4, 25 Clarence Street, South Melbourne, Victoria 3205, Australia.

Copying or transmission of this game is strictly prohibited. Unauthorised rental or public performance of this game is a violation of applicable laws.

Jegliche Vervielfältigung oder Übertragung dieses Spiels ist streng verboten. Unauthorisierter Verleih oder öffentliche Vorführung dieses Spiels stellen einen Verstoß gegen geltendes Recht dar.

Copier ou diffuser ce jeu est strictement interdit. Toute location ou représentation publique de ce jeu constitue une violation de la loi.

La copia o transmisión de este juego está terminantemente prohibida. El alquiler o utilización pública de este juego es delito y está penado por la ley.

La duplicazione o la trasmissione di questo gioco sono severamente proibite. Il noleggio non autorizzato o dimostrazioni in pubblico di questo gioco costituiscono una violazione alla legge vigente.

Kopiering eller överföring av detta spel är strängt förbjudet. Officiell uthyrning eller offentlig visning av detta spel innebär lagbrott.

Het kopiëren of anderszins overbrengen van dit spel is ten strengste verboden. Het onrechtmatig verhuren of openbaar vertonen van dit spel is bij wet verboden.

This product is exempt from classification under UK Law. In accordance with The Video Standards Council Code of Practice it is considered suitable for viewing by the age range(s) indicated.

Product covered under one or more of U.S. Patents 5,460,374; 5,627,595; 5,668,173; 4,442,486; 4,454,594; 4,462,076; and Re. 35,059 and Japanese Patent 2870539

(Patents pending in U.S. and other countries) and Canada Patent 1,163,276 and European Patents 0662341 & 80244 Publication 0671730 & 0553545 Application 99936913.4 & 96919599.5

SEGA and Dreamcast are either registered trademarks or trademarks of Sega Enterprises, Ltd.

010-0192-05

MAN121KUE710

# FUR FIGHTERS™



**Acclaim**

#### EPILEPSY WARNING

Please read the manual and particularly this paragraph before using the video game system or allowing your children to use it. A responsible adult should go through with any minors, the operator instructions of the Dreamcast before allowing play to take place. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had an epileptic seizure. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of seizures or epilepsy. If you or anyone in your family have ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, desensitisation, any involuntary movement or convulsion, IMMEDIATELY discontinue use and consult your doctor.

#### For your health

- Sit away from the television screen as far as the length of the Controller cable allows. We advise that you sit a minimum of 6.5 feet (about 2 meters) away from the television screen.
- Preferably, the game should be played on a small televisual screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 minutes per hour while playing any video game.

#### GETTING STARTED

The GD-ROM can only be used with the Dreamcast System. Do not attempt to play this GD-ROM on any other GD player doing so may damage the headphones and speakers.

1. Set up your Dreamcast system by following the instructions in your Dreamcast System Instruction manual. Plug in Control pad 1. For 2-4 player games, plug in pads 2-4 also.
2. Place the Dreamcast GD-ROM label side up, in the well of the CD tray and close the lid.
3. Press the Power Button to load the game. The game starts after the Dreamcast logo screen. If nothing happens, turn the system OFF and make sure it is set up correctly.
4. If you wish to stop a game in progress or the game ends and you want to restart, press A,B,X,Y and Start simultaneously to return to the game title screen. Press A,B,X,Y and Start simultaneously again to return to the Dreamcast control panel.
5. If you turn on the power without inserting a GD, the Dreamcast control panel appears. If you wish to play a game, place the Dreamcast GD-ROM in the unit and the game will automatically load up.

Important: Your Dreamcast GD-ROM contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Dreamcast System has trouble reading the disc, remove the disc and wipe it carefully, starting from the centre of the disc and wiping straight out towards the edge.

#### HANDLING YOUR DREAMCAST GD-ROM

- The Dreamcast GD-ROM is intended for use exclusively with the Dreamcast System.
- Be sure to keep the surface of the GD-ROM free of dirt and scratches.
- Do not leave it in direct sunlight or near a radiator or other sources of heat.

# CONTENTS



LOADING	2
INTRODUCTION	4
GETTING STARTED	5
BROS	9
LET THE FUR FLY	15
WEAPONS	24
FLUFFMATCH	26
HINTS & TIPS	27

#### UK Acclaim Games Hotline

For all hints, tips and cheats call: Acclaim Games Hotline 09008 30 33 30  
Calls cost 60p per minute at all times. Please ask billpayers permission before calling. Charges correct at time of going to print.

#### Australian Acclaim Games Hotline

For all hints, tips and cheats call:  
Acclaim Games Hotline 1902 220402

If you wish to be on the exclusive Acclaim Australia e-mailing list email us at  
VIPgamer@acclaim.net.au

# LOADING

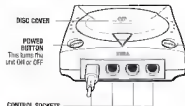
- 1 Insert your Fur Fighters Dreamcast™ Specific Disc into your Dreamcast console
- 2 Plug your Dreamcast Controller into Controller Socket A

**Note: Fur Fighters is a 1 to 4 player game\*. Before turning the Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Dreamcast.**

- 3 Switch on the power to your Dreamcast Unit
- 4 Please insert your VM into Controller A, slot 1 if you wish to load or save game data. Each saved game requires 51 blocks of memory. If you do not have a VM or it does not have adequate blocks to save the game data, you will be alerted but may continue playing. While saving a game file, never turn **OFF** the Dreamcast power, remove the memory card or disconnect the controller.

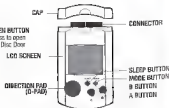
\*Purchase additional controllers (sold separately) to play with two or more people. While the unit is on, press the Open button to open the Disc Cover of the Dreamcast console. The Dreamcast Bootrom screen will appear. Choose the Settings option (the clock in the bottom right corner). The following screen will have language selection as the 1st option. Press A to go to the language selection screen and choose the desired language. We support English, French, Italian, Spanish and German.

## CONTROL DECK

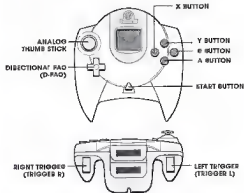


**CONTROL SOCKETS**  
Use these ports to connect the Dreamcast Controller or other peripheral equipment. From left to right are **CONTROL SOCKET A, CONTROL SOCKET B, CONTROL SOCKET C, AND CONTROL SOCKET D.** Use each port to connect controllers for players 1 to 4 respectively. **NOTE: CONTROL SOCKET can also be referred to as SOCKET**

## VISUAL MEMORY (VM)



Never disconnect the VMs while performing a battle or exchanging data when connected to another VM. Also note that leaving two VMs connected for a long period of time will considerably shorten the life of the batteries.



Never touch the Analog Thumb Stick or Triggers **L/R** while turning the Dreamcast power **ON**. Doing so may disrupt the controller initialization procedure and result in malfunction.



When the Vibrator Pack is inserted into Expansion Socket 1 of the Dreamcast Controller, the Vibrator Pack does not lock into place and may fall out during game play or otherwise initial game operation.

## INTRODUCTION



Many years ago, the Fur Fighters were deployed to stop the evil General Viggo from carrying out his plans for global domination. Good conquered evil (of course!) and Viggo found himself breaking rocks in the hot sun.

With their greatest foe behind bars, the Fur Fighters retired to a peaceful seaside village to relax and raise their children. But General Viggo did more than whittle soap guns in the Big House! He was scheming to take over the world again but, this time, he employed the mighty resources of Viggo Industries. In order to prevent the Fur Fighters from stopping him again, General Viggo and his army of stupid bears have kidnapped our heroes' families!

What General Viggo didn't count on was the Fur Fighters' fury, furtiveness and skill with firearms! These six shaggy, stouthearted soldiers - Raolfus, Juliette, Bungalow, Rico, Chang and Tweek - must combine their individual skills and their semi-functional telepoints, in their quest to find their families and defeat General Viggo once and for all!

## GETTING STARTED

### MENUS

All the menus can be navigated using the **ANALOG THUMB STICK** or **DIRECTIONAL PAD** to scroll between menu items and the **A BUTTON** or **START BUTTON** (confirm) and **B BUTTON** (back).

### OPTIONS

Prior to starting your Fur Fighters adventure, you can adjust the following options to your liking.

### VISUAL OPTIONS

**Widescreen** When **ON**, Fur Fighters can be played in a widescreen, letter-boxed mode. Choose **OFF** for a normal view. Widescreen not available in 3 or 4 player Fluffmatch.

**Screen Offset** Choose this option to position the Fur Fighter action on your TV.

**Cheat Menu** Go here to use any cheats you've gained during gameplay!

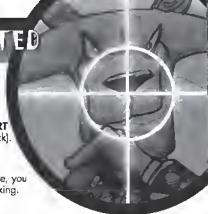
**Internet** Visit the Furfighters website. You must be registered with Dream Passport to use the web browser.

### SOUND OPTIONS

**Speakers** Toggle between Stereo/Mono sound options.

**SFX Volume** Use the slider to adjust/turn off the sound effects volume.

**Music Volume** Use the slider to adjust/turn off the music volume.



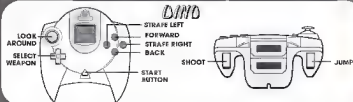
## CONTROLLER OPTIONS

**Player 1-4** This option allows you to select the controller you are changing the configuration for.

**Vibration** Toggle this **ON** or **OFF** to take advantage of your Vibration Pack.

**Configuration** Select from the following controller configurations:

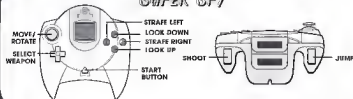
**NOTE:** Dino 1 is the default configuration for Fur Fighters.



Never touch the Analog Thumb Stick or Triggers **L/R** while turning the Dreamcast power **ON**.  
Doing so may disrupt the controller initialization procedure and result in malfunction.



## SUPER SPY



Never touch the Analog Thumb Pad or Triggers **L/R** while turning the Dreamcast power **ON**.

Doing so may disrupt the controller initialization procedure and result in malfunction.

## SUPER SPY 2



## FLUFFMATCH

Beat the stuffing out of your friends in exciting multiplayer arenas!

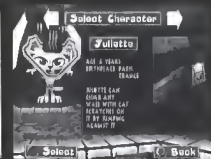
## LOAD GAME

This option allows you to load a previously saved Fur Fighters game. Simply select the game file you want to load from your VM and press the **A BUTTON**.

## START NEW GAME

Select a character to begin your quest with and then proceed to The Village. Here you can choose an area to begin your quest and sharpen your skills at the Undermill Training Center.

## CHARACTER SELECT



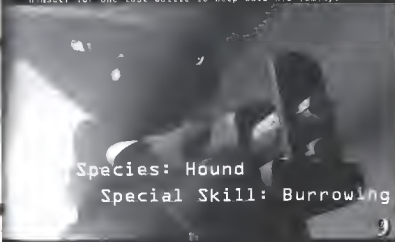
Move your cursor to the character you wish to play as and press the **A BUTTON**. Each Fur Fighter has a special skill that he or she can use to gain access to areas that the other Fur Fighters cannot reach.

**NOTE:** You will start the game with your selected character. However, since each Fur Fighter has unique abilities, you will need to change characters at times during gameplay.

## BIOS

## ROOFUS

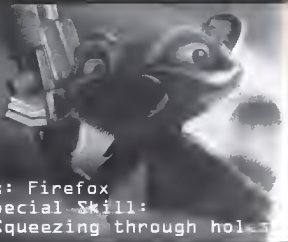
The oldest of the Fur Fighters, this tough hound has dependability stamped all over him. Raised in the brutal inner city kennels of Glasgow, he joined the army to escape the slums as much to fight. He was a natural soldier and won many medals but shunned all offers of promotion. As the most experienced fighter, Roofus leads the Fur Fighters, steeling himself for one last battle to help save his family.



Species: Hound  
Special Skill: Burrowing

## CHANG

Chang was born into a rich family in rural China and raised in the bright lights of the country's southern boom cities. When the war started, he horrified his kin by choosing to become a common foot soldier. His encyclopedic knowledge of science and strategy combined with his natural agility and cunning, make him one of the Fur Fighters' best weapons.



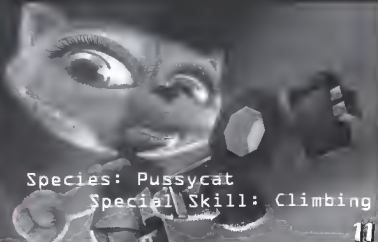
Species: Firefox

Special Skill:

Squeezing through holes

## JULIETTE

Beautiful and athletic, Juliette is a supreme warrior. She can be temperamental, stubborn and selfish with an annoying tendency not to listen to others. When frustrated, she becomes tempted to go it alone but, with persuasion, she'll stick with the team.

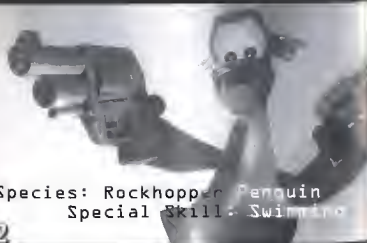


Species: Pussycat

Special Skill: Climbing

## RICO

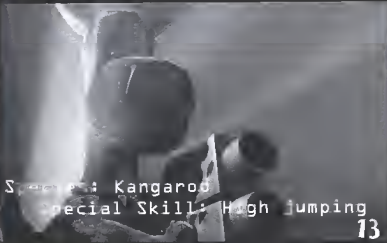
Raised among the huge penguin communities of southern Argentina, this idealistic bird always craved more than his mundane life of fishing and dodging orcas. He set forth in search of his dream and stumbled on the Fur Fighters who have helped him to hone his talents. Rico is somewhat overconfident and prone to daydreaming. He isn't quite the hero he imagines himself to be, but there's no one more skilled in the water.



Species: Rockhopper Penguin  
Special Skill: Swimming

## BUNGALOW

Bungalow is a fully-grown male Kangaroo and best friend to Roofus the hound. Slow and easygoing, this massive antipode has a lot more muscle than sense. He is happiest when taking orders from others—usually Roofus or his domineering wife!



Species: Kangaroo  
Special Skill: High Jumping



# TWEEK

Tweek is less than a day old. The last of his mother's eggs to hatch, he only spent a few precious minutes with her and his siblings before General Viggo stole them away. Although he is the largest and slowest of his brothers and sisters, he knows he must fight to get them back. Clumsy and nervous, he finds his new world scary and fascinating. Luckily, he can rely on his instinctive knowledge of firearms and the other Fur Fighters looking out for him.



Species: Dragon

Special Skill: Growl

## CHANGING CHARACTERS

In order to change characters, you must find one of the many Telepoints in the level. These are green globes with the face of the character you can change to inside it. If that isn't the character you require, then you have to find another globe!



## LET THE FUR FLY!

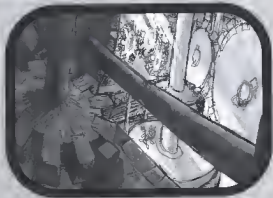
In your daring quest to conquer General Viggo, you'll travel to strange worlds and battle even stranger enemies. So, you'll need your wits! Remember, this is a game of brains as well as brawn. But you won't have to go it alone. Friends like General Bristol and Sergeant Sternhauser will keep you fit and informed! When you start your journey, be sure to pay a visit to Sgt. Sternhauser, the Fur Fighters' old drill instructor, at the Undermill Training Facility located in The Village. He'll teach you all the skills you need to take on an army (even if they are an army of bears)! After you've completed your training and have thoroughly investigated The Village, be sure to go straight to the subway station. Ride the rails to New Quack City but be sure to stop at the statue of Gen. Bristol for some other worldly advice!



## HUBS

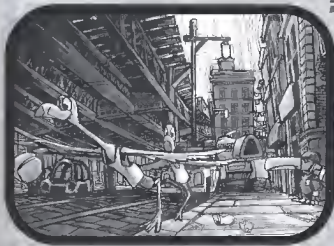
Each uniquely themed hub – of which there are six – is entered via a path from The Village. Each hub contains the entrances to the levels and Boss arenas. After completing the training level or defeating a Boss, the key to access another hub will be given to you.

## THE VILLAGE



Your quest begins in The Village. The Village is a home base from which the Fur Fighters can enter one of the other hubs. Each Fur Fighter has a home in The Village to which their children, siblings, etc. will return once they are rescued. After you've heroically saved a few children, return to The Village and they'll teach you how to play with the toys in your house! Don't forget to beef up your skills at the Undermill Training Facility before you begin your journey!

## NEW QUACK CITY



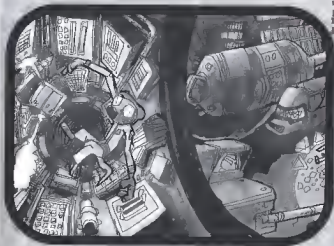
From The Village, you must catch the subway to New Quack City. This gleaming metropolis is an urban aviary. Its bright lights and loud noises are a far cry from the tranquility of your home Village.

## BEAVER DAM



This massive construction is the fruit of beaver civil engineering. Though they are masters of construction, these semi-aquatic mammals are woefully timid and really bad at balancing a checkbook.

## CAPE CANARDO



General Viggo is reaching his claws into outer space! He surely would have penetrated the outer atmosphere by now if not for the bumbling incompetence of the lame ducks that run the Cape.

## DINOTOPOLIS



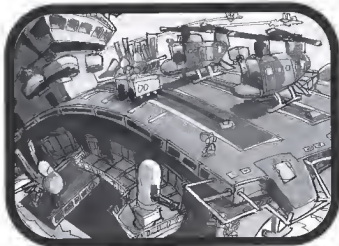
This civilization of middle-class dinosaurs was, until very recently, undiscovered. Now General Viggo spends his free time spying on these Mesozoic monstrosities, hoping to discover the secret to their advanced lifestyle and technology.

## ANATAT TATANATAT



Deep in the heart of the jungle, Anatat Tatanatat Kingdom was untouched by modern man...er, cat for centuries. When General Viggo discovered its primordial mysticism, he knew he'd found the location to open a portal from the Place Where All Bad Bears Go and raise an army of undead bears who would obey his every command!

## VIGGO A-GO-GO



Like all omnipotent overlords, Viggo has his seat of power. Onboard his impenetrable floating fortress is where the Fur Fighters must face their indomitable foe. Hold on to your pelt as you board Viggo's mighty aircraft carrier for the final showdown!

## TOKENS

Within each level, there are gold tokens. Each level within a hub requires a certain number of gold tokens for access. If you haven't collected enough tokens to proceed to the next level, you must re-enter a previous level and collect any tokens you missed. If you do re-enter a level (either by choice or by kicking the bucket!), the Gold Tokens that you had previously collected will now be replaced by Silver Tokens (don't worry...the Gold Tokens you forgot to get will still be there!). Grab these Silver Tokens as you need them as they will supply you with some much needed health.



## FAMILY VALUES - BABIES AND BOSSES

Viggo has kidnapped the Fur Fighters families, and put them to work for his evil cause. All of their babies have been trapped around the levels, and it's your job to rescue them and send them safely back to the Village. But remember, they are all good little babies, and will only go home with the Fur Fighter that they are related to - so make sure you keep an eye on where those Telepoints are! You will need to have rescued a certain number of babies to challenge the boss in each Hub.

The bosses are the Fur Fighters' spouses (or in Tweek's case, mother) which have been genetically mutated by Viggo as part of his evil plans. Each Fur Fighter must bottle his or her own relative to break their horrible spell. When their relative has been successfully released from this hideous enchantment, General Bristol will reward you with an item that you'll need to open up another hub.



# WEAPONS

The Fur Fighters have a large arsenal of weaponry that expands as your quest progresses. Starting with just a pistol and a close range attack, your weapon collection enlarges to include shotguns, grenade launchers, rocket launchers, plasma weapons and many other devices of destruction.

Here are just a few of the weapons available to you on your quest.



## Pistol

You begin your quest with this basic Fur Fighter weapon.



## Bomb Launcher

The bouncing bombs blow up bewildered bears real good!



## Shotgun

This is a short-range firearm. Best when used in close quarters.



## Rocket Launcher

Deadly in both short and long range situations. This weapon requires a sharp eye to be fully effective.



## Freeze Gun

Only polar bears can withstand the shattering cold of this icy weapon of destruction.



## Plasma Blaster

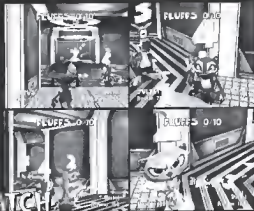
High intensity photon pluffing phar the whole phamily!



## Neutron Gun

This short range weapon packs a nuclear punch. This technologically advanced tactical device is beyond the cranial capacity of your enemies.





This is a head-to-head match where you beat the stuffing out of your fellow Fur Fighters! Choose from among six unique combat arena levels, select a Fur Fighter to represent you and your opponent, and let the battle begin!

You can select the length of time the FluffMatch lasts for and the number of Fluffs. There is also an Infinity Option - with Unlimited Fluffs and Unlimited time - so you can play forever - or until the Electric Company cuts off your juice! Once the time runs out or the number of Fluffs is achieved, the results are shown on the results screen. In a Fluffmatch, you can choose to play using a first person perspective and to hide important display information (like your current weapon) on your VM. If you don't have a VM inserted, the option is not available.

## HINTS & TIPS

### General Tips, Advice & Gossip

- Remember, tokens give you health. Think strategically when picking them up.
- Explore the levels from floor to floor. Try everything possible, you'll find you can move and pick up objects you wouldn't expect to.
- Aren't you ever going to get out of those pajamas? And look at that hair!
- Try to get to a telepoint after completing a difficult puzzle so that your progress will be saved.
- The plush prizes "won" at carnivals are usually worth much less than the cost of play. You will do better simply throwing your money out the car window, or saving it for Fur Fighters II.
- Remember, the levels are linear: clear the puzzles in order from beginning to the end, and don't forget to go back to ones you haven't finished.
- Use all the characters to their fullest potential. Explore their different natures and skills.

### Fighting Tactics, Ammo, & Animals

- Conserve ammo.
- At long range, the pistol is a lot better than the machine guns.
- Try circle strafing around a stupid bear to really confuse him.
- Occasionally, you can make enemies shoot each other enough that they'll attack themselves and ignore you.
- The Fur Fighters may appear to be cuddly and cute, and by gosh, they are pretty special. In real life, however, armed pets are a bad idea. Keep all weapons safely stored out of reach of any animals.
- Some enemies won't attack unless you attack first, so try to take them out one by one.
- Attacking enemies from close range does more damage. Head shots do more damage, too.
- Your weapon can be used for more than just offing enemies, it's often the only way you can solve puzzles.



## ACCLAIM LIMITED WARRANTY

ACCLAIM warrants to the original purchaser only of this ACCLAIM software product that the medium on which the software program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This ACCLAIM software program is sold "as is" without express or implied warranty of any kind, and ACCLAIM is not liable for any losses or damages of any kind resulting from use of this program. ACCLAIM agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any ACCLAIM software product, postage paid, with proof of date of purchase, at its Factory Service Centre. Replacement of the software product, free of charge to the original purchaser (except for the cost of returning the software product) is the full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the ACCLAIM software product has arisen through abuse, unreasonable use, mismanagement or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACCLAIM. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ACCLAIM BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ACCLAIM SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

Repairs/Service after Expiration of Warranty: If your software product requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Customer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

DISTRIBUTED BY ACCLAIM ENTERTAINMENT LTD.  
Marsden House, 112-120 Edmonton Rd.,  
Kingsbridge, London SW21JJ, England

DISTRIBUTED BY ACCLAIM ENTERTAINMENT PTY LTD  
The House, Level 4, 28 Clarendon Street,  
South Melbourne, Victoria 3205, Australia

Fur Fighters™ developed by Sirius Creations Ltd. © 2000 Blazin' Games, Ltd. All Rights Reserved. Fur Fighters™ is a trademark of Acclaim Entertainment, Inc. Acclaim® & © 2000 Acclaim Entertainment, Inc. All Rights Reserved.

**UK Acclaim Games Hotline**

For all hints, tips and cheats call: **Acclaim Games Hotline 09068 30 33 30**

Call cost 60p per minute at all times. Please ask billpayer permission before calling. Charges contact at time of going to print.

**Australian Acclaim Games Hotline**

For all hints, tips and cheats call: **Acclaim Games Hotline 1902 220402**

If you wish to be on the exclusive Acclaim Australia e-mailing list email us at [VIPgamer@acclaim.net.au](mailto:VIPgamer@acclaim.net.au)

[www.acclaim.com](http://www.acclaim.com)



2



REGCARD.UKV



**FREEPOST CV744**

**3 Alveston Place**

**Leamington Spa**

**CV32 4BR**

A circular graphic composed of many colored pencils or pens arranged in a circle, with their tips pointing towards the center. The colors include various shades of blue, green, yellow, orange, and red.

**AKKlaim**

The state of play



## WHY REGISTER?

Acclaim Entertainment is committed to producing the highest quality software available. To do this we rely on the people who buy our products. We want to know any information that can help us make our releases even greater.

This can work to your benefit as well.

Fill out the registration card attached and return it to us. In return you'll get the latest up-to-date information on great Acclaim games, insights into future blockbusters and special offers.

PLEASE FILL IN  
THE FOLLOWING  
IN CAPITAL LETTERS  
OR TICK THE  
APPROPRIATE BOX:



## REGISTRATION CARD

First name  Date of Birth

Second name  Sex

Address

Postcode  Tel  E-Mail

1. Game purchased

2. Which game system do you own?

Sony PSX ☐ Sega Dreamcast ☐ PC ☐ N64 ☐ Other ☐

3. How many games do you buy in a year?

One ☐ Two-Three ☐ Five ☐ Six+ ☐

4. Do you have access to the internet? Yes ☐ No ☐

5. Which Magazines & Music Papers do you read?

6. Do you have satellite TV? Yes ☐ No ☐

7. Which store did you buy this game from?

Dept store ☐ Electrical store ☐ Mail Order ☐ Computer game store ☐

Music/Video store ☐ Game/Toy shop ☐

7. How did you hear about this game?

Shop display ☐ Magazine advert ☐ Magazine review ☐ TV advert ☐

Radio advert ☐ Friends ☐ Other ☐

IF YOU DO NOT WANT TO RECEIVE FUTURE PRODUCT INFORMATION AND SPECIAL OFFERS, PLEASE TICK HERE ☐